

This unit:

- Mirrors
- Lenses
- Interference
- Diffraction

Mirrors:

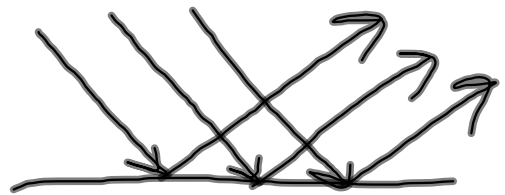
- they are reflective
- metal coating and glass
- display images upright

Reflection:

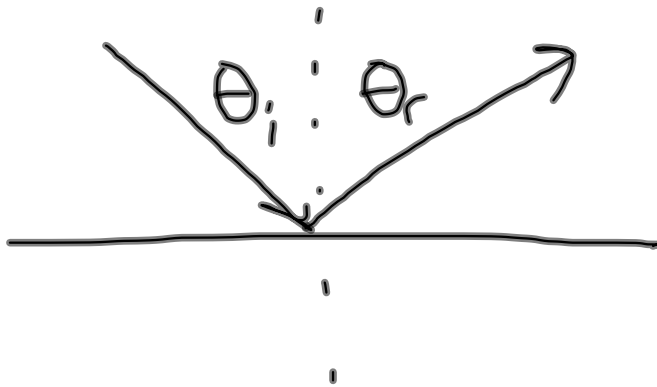
1. Diffuse



2. Spectral



Angle of incidence = angle of reflection



Flat Mirrors:

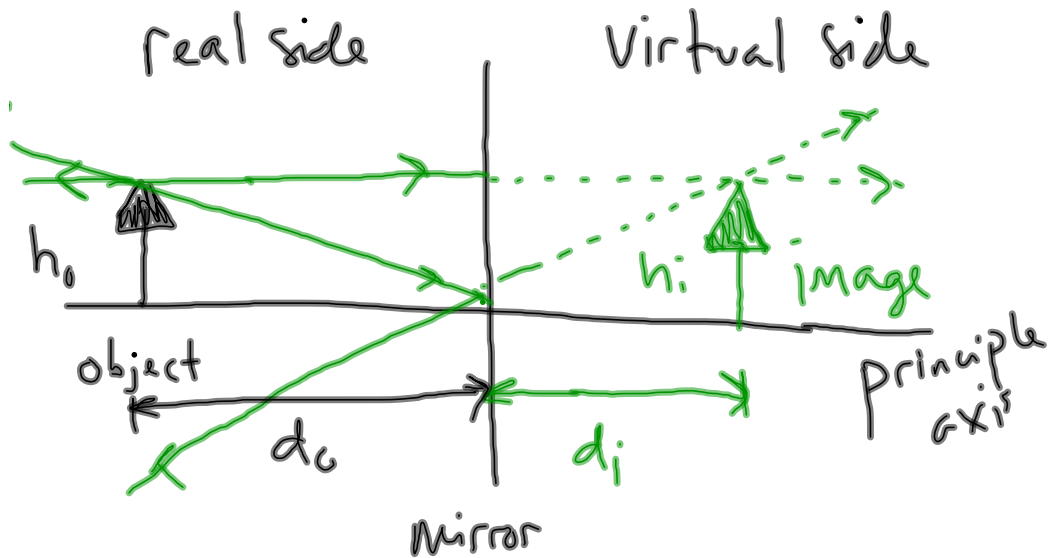


Image in a flat mirror:

1. Same size
2. Upright
3. Virtual

object distance = image distance

Concave Spherical Mirrors:

1) object at infinity

